



STAR TREK™

ASCENDANCY

PLAYER EXPANSION SET



VULCAN
RULES

EXPANSION CONTENTS

This set includes everything you need to add the Vulcans to your games of *Star Trek: Ascendancy*. The set includes:

- 10 New Exploration Cards
- 10 New Systems Discs, including Vulcan
- 30 Vulcan Starships with 3 Fleet Markers & Cards
- 5 Vulcan Ambassador Figures
- 10 Vulcan Control Nodes
- 15 Vulcan Advancements
- 10 Vulcan Agendas
- 3 Vulcan Trade Agreements
- Vulcan Turn Summary Card
- Vulcan Command Console with 2 Sliders
- 19 Resource Nodes
- 76 Tokens & 27 Space Lanes

ADDING VULCANS TO YOUR GAME

To integrate the Vulcans into your games of *Star Trek: Ascendancy*, shuffle the 10 new Exploration Cards into the Exploration Cards from the core set and add the 9 System Discs into the mix of System Discs from the core set.

VULCAN SET UP

The Vulcans are a much older civilization than their galactic neighbors and were traveling the stars long before humans reached for the stars. Civil strife stalled their interstellar progress for many centuries, but many new space-faring cultures have found far-flung Vulcan colonies and systems as they began to explore their Systems.

Unlike other factions, the Vulcans start with 3 Ascendancy.

Vulcans also pursue their own Agendas, which may be opaque to other cultures. Before the game begins, shuffle the Vulcan Agenda cards. The Vulcan player draws two Agenda cards, then picks one to place face up on the table, for all players to see. The other Agenda remains hidden. The Vulcan player wins if they achieve either Agenda. They do not need to achieve both Agendas to win.



VULCAN COMMAND CONSOLE

Like the three factions included in the core set, the Vulcans have a unique Command Console with two Special Rules that apply to the Vulcans, in addition to their Setup rules.



Vulcan Command Console

LOGICAL OBSERVERS

The Vulcans are loathe to destroy civilizations with potential to eventually become allies or partners. They may not Invade or attempt Hegemony against any Systems controlled by a Rival with lower Ascendancy.

HONEST MEDDLING

Vulcans may use their commands to move other players' ships, if they have a Trade Agreement with that player and that player's permission to do so. When moving another player's ships, all results (hazards, rewards, etc.) of that movement still apply to the player whose ships are being moved.

ANCIENT CIVILIZATION

The Vulcans' past explorations seeded the galaxy with Vulcan colonies and Systems; some of these have since lost contact with Vulcan and are waiting to be discovered by other civilizations.

COLONIZE SECTOR



Build on any Undeveloped System. You need not Occupy it.



To represent this, Vulcans may spend their Ascendancy to colonize any uncontrolled System - even systems they are not connected to. This is done on the Vulcan turn, during the Building phase. This is the only way the Vulcan player may colonize new Systems.

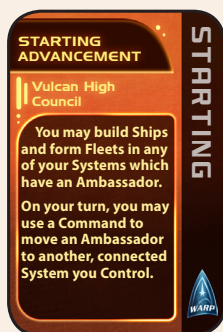
If the Vulcans' Ascendancy drops below the number of Fleets they have in play, they must immediately disband Fleets until that's no longer the case.

VULCAN AMBASSADORS

The Vulcans are experts at diplomacy. Vulcans place Ambassadors on Systems and do not build Star Bases.

The Vulcan player may place Ambassadors using their Consul Fleet. After they are placed, the Vulcan player may Exhaust Commands to move them to any connected Systems already connected to where they were already placed.

Rival players may remove a Vulcan Ambassador from their Systems on their turn.



Many of the Vulcan Advancements give advantages to the player who has Ambassadors in their Systems.

For example, when the *Vulcan High Command* Advancement (left) is complete, all Systems with a Vulcan Ambassador roll an extra die during Planetary Invasion.

CREDITS

GAME DESIGN

Sean Sweigart
Aaron Dill

DESIGN DIRECTOR

John Kovalski

GRAPHIC DESIGN

Katie Dillon

PRODUCERS

Peter Simunovich
John-Paul Brisigotti

APPROVALS COORDINATOR

Peter Przekop

3D DESIGN

Charles Woods

ACKNOWLEDGMENTS

John Van Citters, Marian Cordry, and Yasmin Elachi,
Veronica Hart, Brian Lady, Keith Lowenadler

Special thanks to all the Battlefront staff who provided
feedback and playtesting.

PLAYTESTERS

Ralph Boester, Adam Brown, Jenna Choszczyk, Davon Collins,
Ben Dussault, Christopher Field, Noel Honore, Tom Hrabusicky,
Jack Johnson, Cory Kemp, Leonard Landrey, Stuart Lapwood,
Pat "Chopper" Lewis, Kyle Linder, James Midkiff, Matt Moffett,
Phil Petry, Patrick Prominski, Matthew Rall, Alex Sasenbury,
Lucas Shubert, Dean Webb, Joseph Wen

**FOR FULL GAME RULES VISIT
STARTREK.GF9GAMES.COM**